stat increase. *Starting Equipment* – chain mail (+6 AC), shield, one weapon, 10 GP and a fast pack.

Rogues have proficiencies in Subterfuge, DEX Saves and Light Armor. When they have advantage or their target is in melee combat with another foe, they may add [half-level, rounded up]d6 to their damage. Rogues may take Subterfuge checks or the Dash action as a bonus action. *Starting Equipment* – leather armor (+1 AC), one weapon, thieves' tools, 15 GP and a fast pack.

Mages have proficiencies in Knowledge and MIND Saves only. Mages are Arcane Spellcasters and have a signature spell that costs one less MP. *Starting Equipment* – spellbook, wand, 10 GP and a fast pack.

Clerics have proficiencies in Communication, MIND Saves, Medium Armor and Shields. Clerics are Divine Spellcasters and can Turn Undead (All undead in 30' must make a MIND Save (8+Cleric's MIND bonus +Proficiency) or flee; on a natural 1 they are destroyed immediately) or Preserve Life (restore 5*Level HP divided among allies within 30') once per short/long rest at Level 1, twice at Level 6, and three times at Level 18. *Starting Equipment* – scale mail (+4 AC), shield, holy symbol, mace, 15 GP and a fast pack.

Skills:
There are just 4 skills: Physical, Subterfuge, Knowledge, and Communication. Skill rank equals your level. Roll higher than a given Difficulty Class (DC) to succeed. *Skill Check* = d20 + skill rank + whatever stat bonus is most applicable to the situation (+ any proficiency bonuses).

Background – Characters should choose a background granting them proficiency in one skill. If they select a skill in which their class already grants them proficiency, the bonuses stack (optional).

Common DCs – Very Easy: 5; Easy: 10; Moderate: 15; Hard: 20; Very Hard: 25; Nearly Impossible: 30

Advantage/Disadvantage - Whenever a character has increased odds of success, they can roll 2d20 and take the higher of the two dice as the result; the opposite is also true.

Magic:
All spellcasters have MP equal to their HP. They may cast spells of a level equal to half their class level, rounded up. They have access to up to six spells per level in the SRD or the spells in the M20 5th Adamantine Skill list. Casting a spell of any kind requires magic points equal to one plus twice the level of the spell being cast. The DC for saving throws to resist a caster's spell is (8 + Caster's MIND bonus + Caster's Proficiency Bonus).

Concentration: Some spells require concentration. While concentrating, a caster may not cast other concentration spells. If hit while concentrating, they must make a DC [10 or half the damage taken (whichever is higher)] MIND Save or the spell ends.

Cantrips:
A caster starts with knowledge of [MIND bonus] cantrips, which may be any combination of damaging and utility cantrips. A cantrip is a spell that can be cast again and again without any MP cost.

You may make a damaging cantrip using the table below – a damaging cantrip may add up to at most 9 points and must have a range, damage and method. At levels 5, 11 and 17 they do an additional die of damage. (If a cantrip has separate beams, instead of additional dice of damage at these levels, you get an additional beam which can target separate creatures.
- 1 pt: Touch range, 1d4 damage, Magic Attack method, additional effect: separate beams.
- 2 pt: 10' range, 1d6 damage, DEX Save method, additional effect: Pull 10' closer to you.
-3 pt: 30' range, 1d8 damage, MIND Save method.
-4 pt: 60' range, 1d10 damage.
-5 pt: 120' range, 1d12 damage.

Optional Rule (Damage Type): In addition to the effects mentioned on the table, choose any one damage type your cantrip qualifies for based on its range:

Touch: Lightning (Advantage if target wearing metal armor)
10 ft or less: Poison
30 ft or less: Piercing
60 ft or less: Radiant, Psychic, Acid
120 ft or less: Necrotic, Force, Fire

Instead of damaging cantrips, you may choose one of the following Utility cantrips:
Prestidigitation: Perform minor tricks for 1 hour.
Ghost Sound: Figment sounds for 1 minute.
Mage Hand: 5-pound telekinesis. Lasts until concentration ends.
Light: Object shines like a torch for 1 hour.
Guidance: Subject gets +1d4 on one skill check. Lasts for one minute or until discharged.
Resistance: Subject gets +1d4 on one saving throw. Lasts for one minute or until discharged.

Blood Magic (optional): A caster has MP equal to half their HP (round up). A caster may choose to convert 2 HP into 1 MP if needed.

Ritual Casting (optional): A caster may cast a spell without spending MP if they take an additional ten minutes to cast the spell.

Combat:
A character's gets (1d8 + STR Bonus) Hit Points (HP) per Level. If HP reaches 0, the character is unconscious and near death. Each round while unconscious, a player must make an unmodified d20 roll at DC 10 to avoid death; they die if they fail three times before succeeding three times.

Roll 1d20 + DEX Bonus for initiative order. Everyone can move 30' and perform an action each turn. Actions include added movement (Dashing), spell casting and attacking. A single bonus action may be taken if a character's class, a spell or other ability permits it.

Melee Attack Bonus: STR bonus + proficiency
Missile Attack Bonus: DEX bonus + proficiency
Magic Attack Bonus: MIND bonus + proficiency
Armor Class (AC): 10 + Armor Bonus + DEX Bonus

Add attack bonus to 1d20 roll. If higher than the opponents Armor Class, it's a hit and does damage. A natural 20 is automatically a critical hit (roll double the number of damage dice)

Add STR Bonus to Melee damage and DEX bonus to Missile damage.

Finesse (Optional) – Fighters and Rogues can use DEX bonus instead of STR for Melee Attack and damage if wielding a light weapon

Dual Wielding (Optional) – Fighters can wield 2 light weapons, using an action to attack with their main weapon and a bonus action to attack with the off-hand. Their ability modifier is not added to the damage of the off-hand weapon.

Great Weapon Fighting (Optional) – When a Fighter or Rogue is wielding a two-handed weapon, they may re-roll results of 1 or 2 on their damage dice but must use the new roll.

Rests:
Characters have rest dice equal to their Level.

A short rest is one hour long. A character may spend rest dice to regain (1d8 + STR bonus) HP per die spent. Casters regain (2*Level) MP during a short rest.

A long rest is eight hours long. A character regains all their HP/MP and half (round up) their total rest dice.

Level Advancement:
After every encounter, add up the Challenge Rating (CR) of every monster, trap, etc. that was overcome and count it as Experience Points (XP), which accumulates. When the XP total is 10 x your current level, you advance to the next level. Reset the XP total to 0 after advancing.

Each level adds the following:
Hit Points: 1d8 + STR bonus per level
Proficiency Bonus: Starts at +2 at Level 1. Increases to +3 at Level 5, +4 at Level 10, +5 at Level 13, and +6 at Level 17.
Skill Score Increases: +1 per level
Stat Score Increases: at Levels 4, 8, 12, 16 and 19. Non-Casters also get an increase at Level 10. When increasing stats, a character either gains +2 to any one stat or +1 to two stats, with a maximum possible score of 20 in any single stat.

Classes:
Fighters have proficiencies in Physical, STR Saves, All Armor and Shields. They gain +3 bonus HP per level and gain 3 HP bonus per rest dice spent in short rests. They gain an attack at 5th, 11th and 20th level. At level 3, they can crit on 19-20; at level 15, they can crit on 18-20. At Level 14, they gain an additional

Races:
Humans get +1 to all Stats.
Magic Races (Elves, Gnomes): +2 MIND
Tough Races (Dwarves, Half-Orcs): +2 STR
Quick Races (Hallfings): +2 DEX

Stat bonus = (STAT-10)/2, rounded down.

Stats:
There are 3 stats: Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 4d6, drop the lowest. Total remaining 3 dice and allocate to one of the stats. Repeat for each remaining stat. Alternatively, you may use an array of 15/12/8.

MICROLITE 20 5TH ADAMANTINE
PLAYER'S GUIDE

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Version 1.0a

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